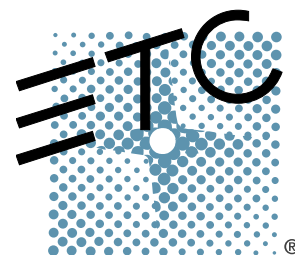


SMARTFADETM



Control Console User Manual

Version 1.1.2

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Table of Contents

Introduction	1
Using this Manual.	2
Text Conventions.	2
Help from ETC Technical Services	3
Power-up and Shutdown Procedures.	4
Power-up Procedure	4
Shutdown Procedure	4
Operating Modes Menu	5

Chapter 1 Two Scene Mode 7

Let's get you started...	7
Two Scene Operation.	8
About DMX	8
Faders	8
Bump Buttons	9
Two Scene Operation	9
Crossfade Timing.	10
IND 1 and IND 2	10
Master Fader and Black Out	11
Two Scene Mode LCD Menu.	11

Chapter 2 Normal Mode 13

Normal Operation.	14
Patch	14
Faders	14
Bump Buttons	15
Single Scene Operation.	16
IND 1 and IND 2	17
CLEAR.	18
Memories	18
Edit Memories	20
Playback Memories	21
Delete a Memory	21
Copy Memories and Sequences	25
STACK.	25
Crossfader Control of the STACK	26
NEXT Mode and the STACK	27
Rate	28
Snapshot	30
UNDO	31
PREVIEW	32
Normal Mode LCD Menu	32



Chapter 3	DMX Backup Mode	35
	Record a Memory	36
	Clear Memories	36
	STACK	37
	DMX Backup Mode LCD Menu	38
 Appendix A	 Software Update	 39
	Prepare the Console	39
	Update the Software	39

Introduction

Congratulations on your purchase of the SmartFade lighting control console. The SmartFade console offers a great feature range including hands-on manual control, memory driven operation, and an impressive array of features for systems work. SmartFade is perfect for any venue. Usable for small touring shows, auditorium productions, or as a stage manager’s remote console.

The introduction contains the following sections:

- *Using this Manual* 2
- *Help from ETC Technical Services* 3
- *Power-up and Shutdown Procedures* 4



Using this Manual

Congratulations on your purchase of the SmartFade control console. The following configurations of SmartFade are available.

- **SmartFade 1248**, which provides 12-channel basic Two Scene operation, 48-channel Normal mode for manual and memory playback, and DMX Backup mode for capturing up to 24 DMX512 states for playback via faders or stack.
- **SmartFade 2496**, which provides 24-channel basic Two Scene operation, 96-channel Normal mode for manual and memory playback, and DMX Backup mode for capturing up to 48 DMX512 states for playback via faders or stack.

Text Conventions

- The SmartFade 1248 is assumed for instructions given in this manual with values for the SmartFade 2496 shown following in *(parentheses)*.
- Console keys are indicated in bold **[brackets]**. For example, **[MEMS]** or **[COPY]**.
- References to other parts of the manual are indicated in *italics*. When viewing this manual electronically, click on the reference to jump to that section of the manual.



Note: *Notes are helpful hints and information that is supplemental to the main text.*



CAUTION: *A Caution statement indicates situations where there may be undefined or unwanted consequences of an action, potential for data loss or an equipment problem.*



WARNING: *A Warning statement indicates situations where damage may occur, people may be harmed, or there are serious or dangerous consequences of an action.*



WARNING: *RISK OF ELECTRIC SHOCK! This warning statement indicates situations where there is a risk of electric shock.*

Please E-mail comments about this manual to: TechComm@etcconnect.com

Help from ETC Technical Services

If you are having difficulties, your most convenient resources are the references given in this user manual. To search more widely, try the ETC Web site at www.etcconnect.com. If none of these resources is sufficient, contact ETC Technical Services directly at one of the offices identified below. Emergency service is available from all ETC offices outside of normal business hours.

When calling for help, please have the following information handy:

- Console model and serial number (located on back panel)
- Dimmer manufacturer and installation type
- Other components in your system (Unison®, other consoles, etc.)

Americas

Electronic Theatre Controls Inc.
Technical Services Department
3031 Pleasant View Road
Middleton, WI 53562
800-775-4382 (USA, toll-free)
+1-608 831-4116
service@etcconnect.com

United Kingdom

Electronic Theatre Controls Ltd.
Technical Services Department
5 Victoria Industrial Estate
Victoria Road,
London W3 6UU England
+44 (0)20 8896 1000
service@etceurope.com

Asia

ETC Asia, Ltd.
Technical Services Department
Room 605-606
Tower III, Enterprise Square
9 Sheung Yuet Road
Kowloon Bay, Kowloon, Hong Kong
+852 2799 1220
service@etcasia.com

Germany

Electronic Theatre Controls GmbH
Technical Services Department
Ohmstrasse 3
83607 Holzkirchen, Germany
+49 (80 24) 47 00-0
techserv-hoki@etcconnect.com

Power-up and Shutdown Procedures

SmartFade uses the power button not only for power-up and power-down, but also to access the operating mode selection menu.

Power-up Procedure

The startup process will run once the console is powered up. This 2.5 second process includes a welcome screen in the LCD window showing the software version currently installed in the console. Also, the button LEDs will light as follows:

- All green bump LEDs fade in then out in the first half-second.
- All red bump LEDs fade in then out in the next half-second.
- All LEDs in the programming section of the console fade in then out in the next half-second.
- All LEDs light to the levels appropriate to the selected mode of operation.



Note: *During the startup process, the LEDs will fade to full brightness, regardless of the user's brightness settings.*

Power up the SmartFade console:

Press and release the power button [⏻].

Shutdown Procedure

When you use the shutdown procedure, the SmartFade console will complete any pending operations and save any system data as required to ensure error-free startup at the next session. Disconnecting power from the console while it is shut down produces no ill effects.

Power down the SmartFade console:

Step 1: Press and release the power button [⏻]. The LCD shows a message asking that you confirm the shutdown command.

Step 2: Press:

- [✓] to confirm and shut down the console.
- [◀] to cancel shutdown and resume operation.

Operating Modes Menu

The power button [⏻] is also used to enter the Operating Modes menu. The console must be off before changing the mode.

Set the operating mode:

- Step 1: With the console off, press and hold the power button [⏻] until the LCD exhibits the Operating Modes menu.
- Step 2: Use the dial to scroll through the available modes.
- Step 3: When the desired operating mode is shown in the LCD, press [✓]. The console will enter the selected mode. The console will continue to power up in this mode until the mode is changed.

Chapter 1

Two Scene Mode

SmartFade is specifically designed to be usable right out of the box. Two-scene Mode gives you quick access to the console's basic functions. If you're pressed for time, or are anxious to put your SmartFade to use, then enable Two-Scene mode and begin lighting your show (see [Operating Modes Menu, page 5](#)).

Let's get you started...

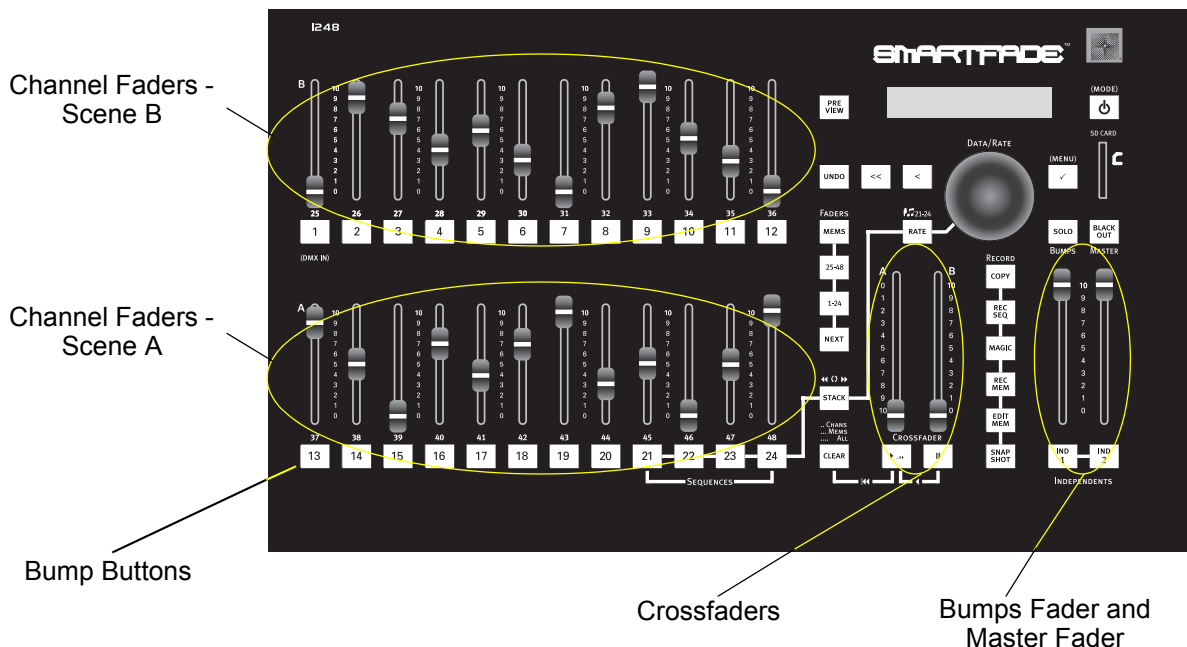
Two Scene operation provides a simple method for lighting your show. Two rows (or *Scenes*) of channel faders are placed one over the other. Each row is capable of controlling the same channels. Typically, one Scene is "live" and the other is "safe", meaning that one Scene will actually control the output of dimmers while the other is safe for presetting the next desired lighting look without affecting the dimmers. A pair of crossfaders (labeled A and B) allow you to fade from the levels set on one row of channel faders to the other, alternating each Scene from "live" to "safe".

Crossfading from one Scene to the next can be done manually, where the speed at which you move the crossfaders determines the speed at which the fade happens. Also, you may choose to set a fade rate, which will complete the crossfade automatically in the time you have entered (this is helpful for long crossfades that are difficult to produce smoothly by hand).

Lastly, Two Scene Mode provides the option of using a 1-to-1 patch of dimmer to channel faders (meaning that channel 1 controls dimmer 1, channel 2 controls dimmer 2, and so on) or a custom patch (see [Patch, page 14](#)).



Note: Custom patching must be performed in Normal mode. See [Normal Mode LCD Menu, page 32](#).



Two Scene Operation

About DMX

Digital Multiplex (DMX) is the language (or *protocol*) that your SmartFade uses to communicate with lighting equipment. It is a digital protocol that basically defines a state of “on”, “off” or a percentage of “on”. DMX is most commonly used to control dimmers, though it may also control moving lights, fog machines, color scrollers, or any number of other devices.

DMX is restricted to a total of 512 separate values available in each DMX line (referred to as a *universe*). Since your SmartFade has either 48 or 96 channels available, there are many more DMX values available than console channels to apply them to. This is why your SmartFade uses a Patch (see [Patch, page 14](#)) to define which faders on your console control which DMX values. Your SmartFade defaults to a Patch of “1-to-1” (Meaning channel fader 1 controls DMX channel 1, channel fader 2 controls DMX 2, and so on).

Faders

Use the channel faders to set levels for individual control channels.



Note: *For faders to properly control light output, be sure that the Master Fader is set to full (the topmost position).*

- **SmartFade 1248** Faders 1-12 control DMX channel 1-12 on Scene B, Faders 13-24 control DMX 1-12 on Scene A.
- **SmartFade 2496** Faders 1-24 control DMX channel 1-24 on Scene B and faders 25-48 control DMX 1-24 on Scene A.

If both Scenes are active, the fader at the higher level sets the output level for the dimmer. This is called “Highest-Takes-Precedence” or HTP operation. SmartFade determines which fader is at the highest level by looking at the individual channel fader level, *and* the level of the crossfader mastering that channel fader’s Scene. The channel fader at the higher proportional level “wins” and generates the output for the console.

Relative output levels and the current crossfader timing are displayed in the LCD window.

Bump Buttons

The bump buttons below each channel fader perform two functions.

Indication of Output

The LED in the bump buttons lights to indicate when a fader is contributing to the live output of the console. The LEDs fade up as the individual fader's output increases, and it fades down as the output decreases. As you crossfade from Scene A to Scene B, the LEDs on both Scenes light to indicate an active transition from one Scene to the next. Once completed, the Scene with the lit bumps is the live Scene, and the one with the dark bump buttons is the safe Scene.

Pile-on and SOLO Modes

When pressed, a bump button forces the output of that fader to the level set at the BUMPS master fader (See diagram on [page 7](#)).

- Bump buttons can operate in pile-on mode, where the level generated by pressing the button adds into the live output.
- They can also operate in SOLO mode. Pressing a bump button in SOLO mode swaps the bumped channel's output for the current output of the SmartFade.

Enable/Disable SOLO mode:

Step 1: Press the **[SOLO]** key to activate SOLO mode. The **[SOLO]** key lights up white when SOLO is active.

Step 2: Press **[SOLO]** again to turn SOLO off and return to pile-on operation.

Two Scene Operation

Each channel fader uses the LEDs in the bump buttons to indicate that levels are being output to the dimmers. When either Scene is active, it's LEDs are lit proportionally to the fader's level and Crossfader's level. The Scene with unlit LEDs may be safely adjusted without affecting the levels on stage.

Set up and play back lighting looks manually:

Step 1: Set channel levels on Scene A, faders 13-24 (or 23-48).

Step 2: Lower both Crossfaders to the bottom of their travel to fade up the levels in Scene A. Scene A is live, and Scene B is safe.

Step 3: Set channel levels for Scene B, faders 1-12 (or 1-24).

Step 4: When it's time to crossfade from Scene A to Scene B, move both Crossfaders from the bottom of their travel to the top of their travel. Scene B is now live, and Scene A is safe.

Step 5: Repeat steps 1-4 as needed to play back each look in your show.

Crossfade Timing

For crossfades requiring a specific fade time, or for long crossfades that are difficult to perform manually, you can use the dial to set a time value in the LCD window. Crossfade timing is the default display in Two Scene mode.

Essentially, the crossfaders are always set to some kind of crossfade timing. For manual operation, the setting is typically 0 seconds. The time value entered in the LCD window covers the movement from the starting end-of-travel point to the other end-of-travel point. When the timing is set to 0, the fade occurs as you slide the faders from one end to the other - the speed at which you move the faders is the speed at which the fade occurs.

When the timing is set to a higher value, for example 10, if you move the faders from one end to the other faster than 10 seconds, the crossfade will occur in 10 seconds, with the console controlling the actual crossfade. If you move the faders slower than 10 seconds, you are manually overriding the fade timing, and the crossfade will take longer than the set time.

If you have crossfade timing set, and you move the crossfaders to somewhere in between the end points and stop, the fade will also stop at that point. If you move the faders to an end point, the crossfade will continue in an amount of time proportional to the time set in the LCD menu. The rules for moving faster or slower than that amount of time still apply - faster movement will cause the console to complete the crossfade, slower will create a manual crossfade.

Use crossfade timing for playback:

- Step 1: If the Menu is displayed, press [**<<**].
- Step 2: Use the dial to set the crossfade time. Time may be set from Instant (0) to 59 seconds (59).
- Step 3: Play back your lighting looks as described above. See [Two Scene Operation, page 9](#).



Note: *At any time during a timed crossfade, you can use the dial to adjust the time of the fade live.*

IND 1 and IND 2

Independent 1 and 2 provide two output channels that are separate from the effect of all other controls on the console. They are intended to operate devices such as smoke machines, tab tracks, cue lights, etc. IND 1 and 2 are always either full on or full off.

- If the console is patched 1-to-1, IND 1 toggles the state of DMX 97 and IND 2 toggles the state of DMX 98.
- IND 1 and 2 (indicated as “i1” and “i2”) may be patched to any DMX channels in the same way as other console channels. Custom patching must be performed in Normal mode. See [Normal Mode LCD Menu, page 32](#).
- IND 1 and IND 2 are not affected by [**BLACK OUT**], [**SOLO**] or the Master fader.

Master Fader and Black Out

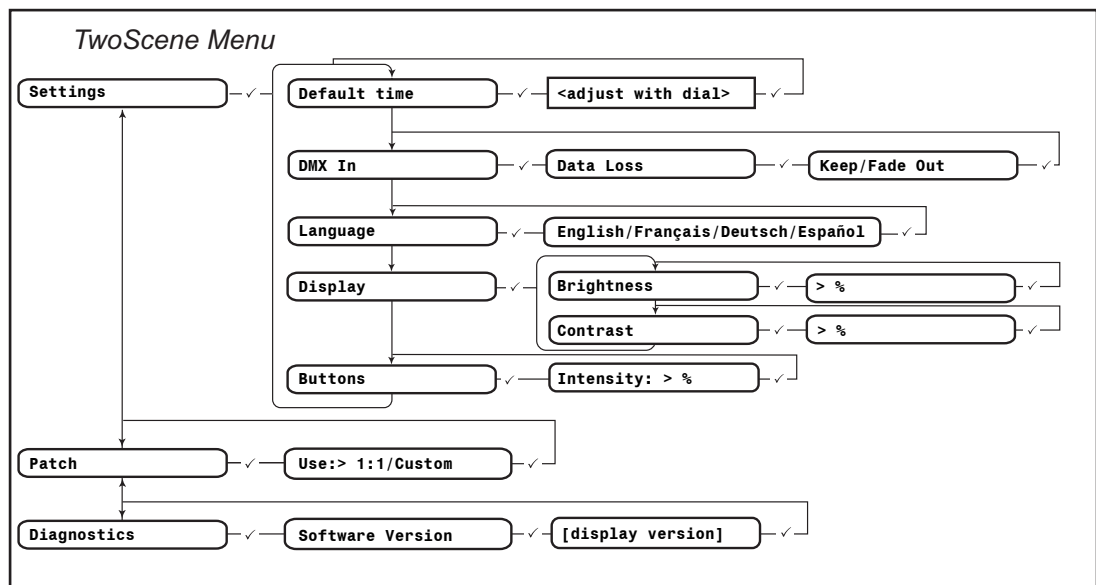
The Master fader proportionally limits all console outputs except the IND 1 and IND 2 channels. The [Black Out] button instantly sends all console outputs to zero except for the IND 1 and IND 2 channels.

- Press **[BLACK OUT]** to engage a dead black out. The key lights bright blue when activated. All outputs (except IND 1 and IND 2) are forced to zero when engaged and the LEDs in all buttons except IND 1 and IND 2 go out.
- Press **[BLACK OUT]** again to disengage the black out. All outputs are restored and the **[BLACK OUT]** button goes out.

Two Scene Mode LCD Menu

The LCD menu provides quick access to configuration settings.

- Press [✓] to enter the menu, to move to subsequent levels in the menu, and to accept setting changes.
- Use the dial to scroll through menu items.
- Press [<] to return to previous menu levels.
- Press [<<] to cancel out of the menu.

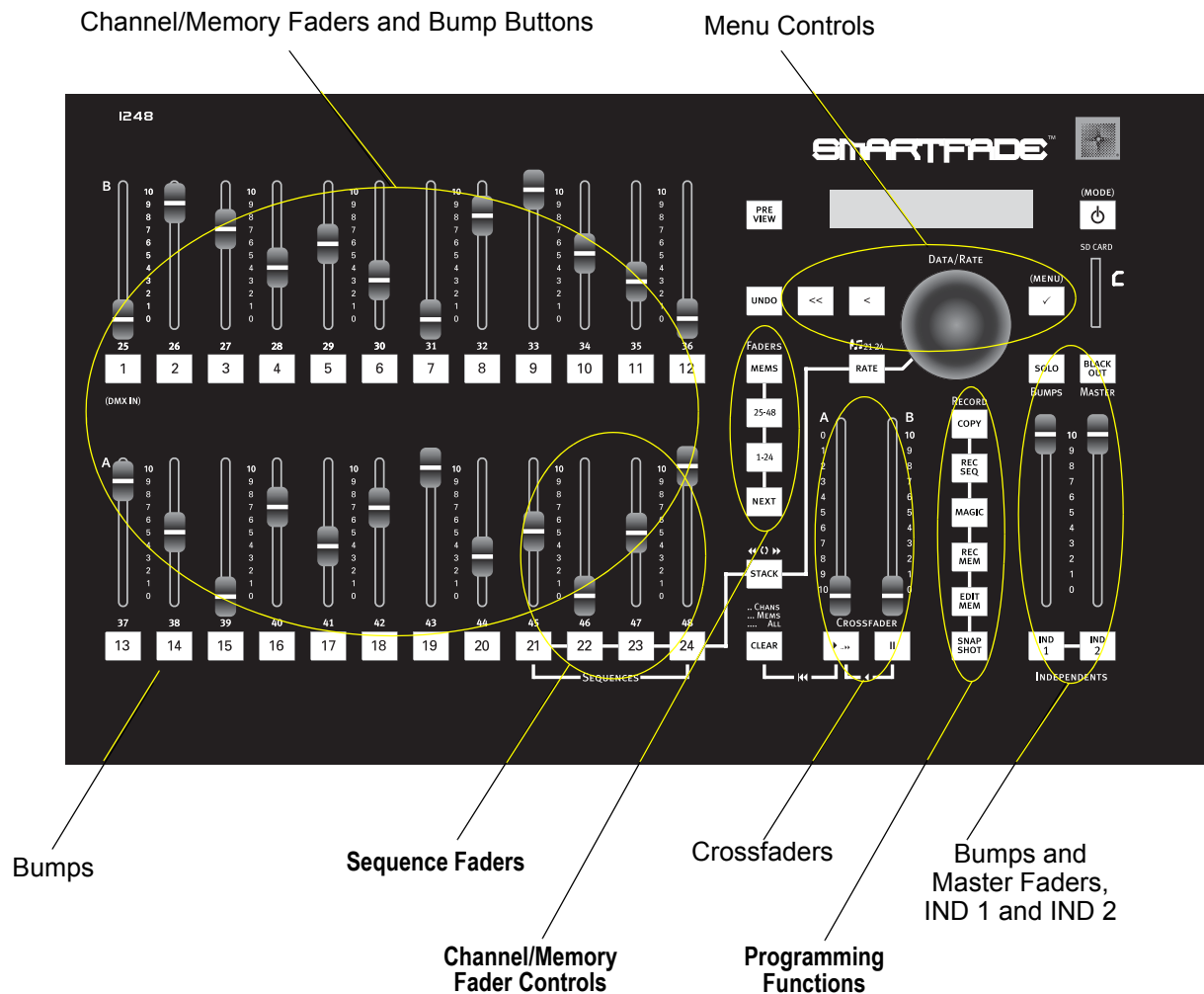


Chapter 2

Normal Mode

Once you have mastered Two Scene Mode, you should explore the more advanced features of your SmartFade console.

In Normal mode, you can use the maximum channel count (48 channels in the 1248, 96 in 2496) for controlling dimmers, create customized patches, record lighting looks to Memories, and play back those Memories directly (using the faders), automatically (using the crossfaders in a cue stack), or as chases in recorded Sequences.



Normal Operation

Patch

The patch is where you assign console channels to control specific DMX output channels (see [About DMX, page 8](#)). Your console defaults to a “1 to 1” patch mode, meaning that Channel One controls DMX Value One, Channel Two controls DMX Value Two, and so on through all of your available channels. This is the simplest version of a patch and is the most common, as it is easy to remember and provides immediate control with all of your available channels.

It is also possible to create a custom patch by assigning *any* DMX channel to *any* control channel. Or you can patch multiple DMX channels to a single control channel. This can be used when you want to control multiple dimmers (or other DMX-controlled devices) simultaneously from a single channel. However, any DMX output channel may only be patched to one channel at a time.

Setting the patch is simple and is performed on the LCD menu (See [Normal Mode LCD Menu, page 32](#)). You can choose to set the patch by Dimmer (assign each dimmer to a specific channel), by Channel (specify a channel and assign which dimmer(s) are controlled by it), or set it as “1 to 1” under the **Patch-Special** menu.

Patching by Dimmer or Channel is done in either “Live” patch mode or “Blind” patch mode. Patching in Live will drop all DMX values to zero immediately and will send the selected DMX channel to full so you can see what’s connected to that dimmer. Patching in “Blind” patch mode will not affect current DMX values until the changes in patch override any active channels.



Note: *A dimmer may only be patched to one control channel at a time. This prevents conflicting data when controlling the dimmers. If you patch a dimmer and then later patch the same dimmer to a different channel, the dimmer will be automatically unpatched from its original channel and assigned to the new channel.*

Faders

Use the faders to set levels for individual control channels, or for individual recorded memories. To the right of the channel faders, there are two buttons for selecting the first or second half of the available channels or memories. These buttons are labelled **[1-24]** and **[25-48]** (**[1-48]** and **[49-96]** on the 2496). Faders 21-24 (or 45-48) are also able to contain sequences instead of memories.

- **SmartFade 1248** Faders 1-24 will control channels 1-24 when the channel range **[1-24]** button is lit and channels 25-48 when the channel range **[25-48]** button is lit.
- **SmartFade 2496** Faders 1-48 will control channels 1-48 when the channel range **[1-48]** button is lit and channels 49-96 when the channel range **[48-96]** button is lit.
 - When **[1-48]** is pressed, output levels from channels 1-24 will be visible in the LCD window. Press **[1-48]** again to view the output levels for channels 25-48.
 - When **[49-96]** is pressed, output levels from channels 49-72 will be visible in the LCD window. Press **[49-96]** again to view the output levels for channels 73-96.

- To change from channel control to memory control, press the **[MEMS]** button. When **[MEMS]** is lit, faders are controlling memories (see [Memories, page 18](#)).
- Representational output levels and the current crossfader timing are displayed in the LCD window. A “+” in the LCD window, next to “U”, indicates that there are channels active in another channel range, though their levels are not displayed in the window.

Bump Buttons

The bump buttons below each channel/memory fader perform two functions.

Indication of Output

The LED in the bump buttons lights to indicate when a fader is contributing to the live output of the console. The LEDs fade up as the individual fader’s output increases, and it fades down as the output decreases.

Pile-on and SOLO Modes

When pressed, a bump button forces the output of that fader to the level set at the BUMPS master fader.

- Bump buttons can operate in pile-on mode, where the level generated by pressing the button adds into the live output.
- They can also operate in SOLO mode. Pressing a bump button in SOLO mode swaps the bumped channel’s output for the current output of the SmartFade.

Enable/Disable SOLO mode:

Step 1: Press the **[SOLO]** key to activate SOLO mode. The **[SOLO]** key lights up white when SOLO is active.

Step 2: Press **[SOLO]** again to turn SOLO off and return to pile-on operation.

Single Scene Operation

If you prefer to set and playback your show manually, but require your maximum number of channels, you may do so using the **[NEXT]** function. When you use **[NEXT]**, the channel faders are used to set levels that are then held live while you set the next look on the same faders. You can also use NEXT Mode with the Stack (see [NEXT Mode and the STACK](#), page 27).

Set up and play back lighting looks manually:

- Step 1: Press **[NEXT]**. The **[NEXT]** button lights up and the faders cease controlling output so you may set a look without affecting the lights on stage.
- Step 2: Set individual channel levels using the faders. Use the channel range buttons, **[1-24]** and **[25-48]** (or **[1-48]** and **[49-96]**), to access channels as needed.
- Step 3: Press **[▶ ..▶]**, or move the crossfaders manually from bottom to top to fade into the look you have set. The channel levels you have set with the faders will crossfade on stage. The **[▶ ..▶]** lights up, and the **[NEXT]** button blinks while a crossfade is progressing.
- Step 4: At the end of the fade **[NEXT]** will stop blinking and the channel faders will again become safe for presetting the next look. Set individual channel levels using the faders. Use the channel range buttons, **[1-24]** and **[25-48]** (or **[1-48]** and **[49-96]**), to access channels as needed.



Note: *If you want current levels to fade out in your next look, you must return any raised faders to the down position. Otherwise, any channels with lit LED's will remain in your next look.*

- Step 5: Press **[▶ ..▶]**, or move the crossfaders manually from bottom to top to fade into the new look you have set. The new channel levels you have set with the faders will crossfade on stage.



Note: *When you use the **[▶ ..▶]** button to crossfade automatically, the fade will run in the default time. At any time before or during the fade, you can press the **[RATE]** button and adjust the fade time with the dial.*

If you use the crossfaders to manually fade into the new look, you will need to reset the crossfaders to the bottom of their travel each time. Manual crossfades in NEXT mode only operate when the faders are moved from the bottom to the top of travel.

- Step 6: Repeat steps 4-5 as needed to play back each look in your show.

You can also use the crossfaders to fade back and forth between a new look and the previous look.

Crossfade back and forth between two looks:

- Step 1: Set individual channel levels using the faders. Use the channel range buttons, **[1-24]** and **[25-48]** (or **[1-48]** and **[49-96]**), to access channels as needed.
- Step 2: Press **[NEXT]**. The **[NEXT]** button lights up and the faders cease controlling output so you may set a look without affecting the lights on stage.
- Step 3: Set new levels using the faders. Use the channel range buttons, **[1-24]** and **[25-48]** (or **[1-48]** and **[49-96]**), to access channels as needed.
- Step 4: Move the crossfaders manually from bottom to top, press and hold **[II]** *before* the faders reach the top. The new channel levels will crossfade on stage, and the previous look will be retained, in blind, for you to fade back into. Once at the top you may release **[II]**. **[▶ ..▶]** and **[NEXT]** will continue to blink.
- Step 5: Press and hold **[II]** when you want to return to the original look. Continue holding **[II]** while moving the crossfaders from top to bottom. The original look will crossfade on stage once again. Once at the bottom, you may release **[II]**, but you must press and hold **[II]** again before moving the crossfaders.
- Step 6: To continue fading between the two looks, repeat steps 4-5 as many times as needed, making sure to press and hold **[II]** before you move the faders to the top.
- Step 7: When you are ready to fade into an entirely new look, simply move the faders all the way to the top without pressing **[II]**.

IND 1 and IND 2

Independent 1 and 2 provide two output channels that are separate from the effect of all other controls. They are intended to operate devices such as smoke machines, tab tracks, cue lights, etc. IND 1 and 2 are always either full on or full off.

- If the console is patched 1-to-1, IND 1 toggles the state of DMX 97 and IND 2 toggles the state of DMX 98.
- IND 1 and 2 (indicated as “i1” and “i2”) may be patched to any DMX channels in the same way as other console channels. Custom patching must be performed in Normal mode. See [Normal Mode LCD Menu, page 32](#).
- IND 1 and IND 2 are not affected by **[BLACK OUT]**, **[SOLO]** or the Master fader.

CLEAR

For experienced ETC console users, the **CLEAR** button functions similar to “Release” on Express and Expression consoles. **CLEAR** discontinues specific output from the console. You can use **CLEAR** to eliminate all Channel output, Memory output, or all DMX output entirely (for a list of CLEAR functions, see [CLEAR, page 31](#)).

CLEAR is *not* intended to function as a “delete” key. It will not erase memories or sequences. There is one exception to this, as the CLEAR button is used to delete all recorded Snapshots (see [Snapshot, page 30](#)).

Master Fader and Black Out

The Master fader proportionally limits all console outputs except the IND 1 and IND 2 channels. The [Black Out] button instantly sends all console outputs to zero except for the IND 1 and IND 2 channels.

- Press **[BLACK OUT]** to engage a dead black out. The key lights bright blue when activated. All outputs (except IND 1 and IND 2) are forced to zero when engaged and the LEDs in all buttons except IND 1 and IND 2 go out.
- Press **[BLACK OUT]** again to disengage the black out. All outputs are restored and the **[BLACK OUT]** button goes out.

Memories

Memories are combinations of various channels at various levels recorded to a single location for playback. They are useful for controlling multiple dimmers/devices at once based on fixture type, gel color, lighting area, or even for controlling overall looks.

Memories can be played back using the memory faders and bump buttons (1-24 on the SmartFade 1248 and 1-48 on the SmartFade 2496), or in a cue stack or sequence. See [Sequences, page 22](#).

There are 12 pages of memories available, for a total of 288 memories on the SmartFade 1248 and 576 memories on the SmartFade 2496. Memories are numbered by the page and fader number: pp/ff. For example, 02/22 is the memory recorded on page 2, fader 22.

Memories are always recorded from the current console output, but do not include the outputs from IND 1 and IND 2. Set up the look prior to recording the memory. Use [MAGIC] to create random levels for active channels (see [Record a MAGIC memory, page 20](#)).



Note: *Levels generated by a running sequence (see [Sequences, page 22](#)) at the moment of recording a memory will be captured along with any channel fader settings - to ensure that no sequence steps are captured, move the sequence faders to zero before recording the memory. The same is true for levels generated by the cue stack.*

Select a memory page:

Press and hold the **[MEMS]** button, then press the bump button (1-12) corresponding to the page you want to load.

- The current page is indicated by a bump button lit solid red. The current page number is also indicated in the LCD window while the **[MEMS]** button is pressed.
- If a bump button's LED is off, the corresponding page contains no recorded memories.
- If a bump button's LED is blinking red, there are some memories recorded on that page.

Record a memory:

Step 1: Set channel levels using faders 1-24 (or 1-48). Use the channel range buttons, **[1-24]** and **[25-48]** (or **[1-48]** and **[49-96]**), to access channels as needed. You may also record existing memories into new memories.



Note: When recording memories, ensure that the **[NEXT]** button is not illuminated. If you record memories while in next mode, your levels may not be recorded accurately to the memory.

Step 2: Press **[REC MEM]**. The **[REC MEM]** button lights and the console switches to memory mode. The LCD shows the current page number, and bump buttons beneath the faders light as follows:

- Off Unavailable to record. This will only appear on memory 01/01 if it has been set to master DMX Input.
- Blink full red Empty memory.
- Blink dim red Occupied memory. If you record to this location, the old levels will be overwritten.

Step 3: If needed, press and hold the **[MEMS]** button, then press the bump button (1-12) corresponding to the page you want to load.

Step 4: Press a bump button. The memory is recorded, the **[REC MEM]** button goes out and the console reverts back to whatever fader mode it was in before the **[REC MEM]** button was pressed.

Use **[CLEAR]** to cancel recording:

Press **[CLEAR]** to cancel recording. The console reverts back to whatever fader mode it was in before the **[REC MEM]** button was pressed.

Use **[UNDO]** to revert to the previously recorded memory:

If you record a memory to the incorrect location, press **[UNDO]** immediately. The incorrect memory will be erased and the previous levels will be restored.

Record a MAGIC memory:

- Step 1: Set channel levels using faders 1-24 (or 1-48). Use the channel range buttons, **[1-24]** and **[25-48]** (or **[1-48]** and **[49-96]**), to access channels as needed. You may also record existing memories into new memories.



Note: When recording memories, ensure that the **[NEXT]** button is not illuminated. If you record memories while in next mode, your levels may not be recorded accurately to the memory.

- Step 2: Press **[REC MEM]**. The **[REC MEM]** button lights and the console switches to memory mode. The LCD shows the current page number, and bump buttons beneath the faders light as follows:
- Off Unavailable to record. This will only appear on memory 01/01 if it has been set to master DMX Input.
 - Blink full red Empty memory.
 - Blink dim red Occupied memory. If you record to this location, the old levels will be overwritten.
- Step 3: Press **[MAGIC]**. Channels with levels will be set to randomized levels. Press **[MAGIC]** repeatedly to change the random levels until you achieve a look you want to store.
- Step 4: If needed, press and hold the **[MEMS]** button, then press the bump button (1-12) corresponding to the page you want to load.
- Step 5: Press a bump button. The memory is recorded, the **[REC MEM]** button goes out and the console reverts back to whatever fader mode it was in before the **[REC MEM]** button was pressed.

Edit Memories

You can edit memories live while the memory is active. You may also edit levels blind for recorded memories or directly into empty memory locations.

Edit a memory:

- Step 1: If required, press **[CLEAR] [CLEAR] [CLEAR] [CLEAR]** to clear all other outputs. This does not delete any recorded data.
- Step 2: To edit a memory live, bring up the fader of the memory to be edited. To edit a memory blind, leave the memory fader at zero.
- Step 3: Press **[EDIT MEM]**. The **[EDIT MEM]** button blinks full red and bump buttons beneath the faders light as follows:
- Steady dim red Empty memory.
 - Blink full red Occupied memory.
- Step 4: If needed, press and hold the **[MEMS]** button, then press the bump button (1-12) corresponding to the page you want to load.

- Step 5: Press the bump button of the memory you want to edit. The console will temporarily enter channel mode and the faders will default to the first half of the available channels. Press the channel range button for the second half of the available channels if needed. The bump buttons will light to indicate the recorded channels/levels in the selected memory.
- Step 6: Adjust channel faders as needed. You may need to raise the fader above the current channel output. Previously recorded levels must be brought to full and *then* decreased to alter them. The bump buttons of adjusted channels will brighten/dim to indicate a change has been made.
- Step 7: Press **[EDIT MEM]**. The modifications are stored to the selected memory and the console returns to the previous fader mode.



Note: *If memory faders are at different levels than the current output for that memory, the bumps will blink dim red. Move the fader to the current memory output level and the bump will change to steady full red.*

Playback Memories

After you have recorded memories, you will want to reproduce them.

View recorded memories:

- Step 1: Press **[MEMS]** to playback memories manually. Bumps with recorded memories will light full red.
- Step 2: Move the corresponding fader to activate the desired memory or press the memory's bump button to view the memory at full.

Clear active memories:

- Step 1: Press **[CLEAR] [CLEAR] [CLEAR]** to clear all active memory output from the console.



Note: *Pressing **[CLEAR]** will not erase any memory data.*

Delete a Memory

To remove a memory completely from the console, you must record over the memory with all channels at zero.

Delete a memory:

- Step 1: Press **[CLEAR] [CLEAR] [CLEAR] [CLEAR]** to clear all console outputs.
- Step 2: Press **[REC MEM]**. The **[REC MEM]** button lights and the console switches to memory mode. Occupied memories will blink dim red.
- Step 3: Press the bump button (blinking dim red) of the memory you wish to delete. The memory will record all levels at zero and the console reverts back to whatever fader mode it was in before the **[REC MEM]** button was pressed.
- Step 4: Press **[MEMS]** to ensure the memory has been deleted. The corresponding bump should no longer be lit.

Sequences

Sequences are chains of memories and/or channels. Sequences may be programmed on any of faders 21-24 (45-48) on all memory pages (1-12) or in the STACK (see [STACK, page 25](#)). Sequences in faders 21-24 (45-48) can contain up to 24 steps each, and the STACK sequence can contain up to 99 steps. Sequences on the faders and the Stack on the crossfaders can all run simultaneously.

Each step in the sequence can have its own playback timing. Default timing is set in the LCD menu. See [Normal Mode LCD Menu, page 32](#). This timing can be overridden during playback using the **[RATE]** button and the dial.

Sequence steps can contain memories that have already been recorded, or empty memories that can be edited later.

You can use **[MAGIC]** to create randomized sequences. Once recorded, Magic sequences can be edited like any other sequence.



Note: *Sequence attributes can be set in the LCD menu. See [Normal Mode LCD Menu, page 32](#). Sequences that are set to MANUAL operation and are stored on faders 21-24 (45-48) require the bump button for GO operation and will be excluded from SOLO functions. See [Pile-on and SOLO Modes, page 15](#).*

Record a sequence to a fader:

- Step 1: If needed, press and hold the **[MEMS]** button, then press the bump button (1-12) corresponding to the page you want to load.
- Step 2: Press **[REC SEQ]**. The [REC SEQ] button blinks full yellow and bumps 21-24 (45-48) light as follows:
- Blink full yellow . . . Empty sequence/memory.
 - Blink dim yellow . . . Fader is occupied by a sequence that will be overwritten.
- Step 3: To record a sequence live, move the target fader to full. To record the sequence blind, set the target fader to zero.



Note: *Blind recording will not affect the current console output and other faders can still be used in the normal way. Bumps, however, cannot be used as regular bump buttons because they are being used to select steps.*

- Step 4: Press bump 21-24 (45-48) to select a sequence fader. If **[MEMS]** is pressed, all bumps containing memories blink bright red. Empty bumps blink dim red, but they can still be selected. Memories recorded to faders 21-24 (45-48) can also be recorded into a sequence.



Note: *Empty memories in a sequence will produce a blackout on stage. Leave them empty to keep the blackout, or edit them later as needed.*

*Memories recorded to faders 21-24 (45-48) can be overwritten by a sequences recorded to the same fader. The memories will **not** be deleted, but they will be inaccessible (unless programming sequences) until the recorded sequence is deleted. After the sequence is deleted, the bump will turn from yellow to red and the original memory will be accessible again.*

- Step 5: If required, adjust the step's timing using the dial. Time range is in minutes and seconds and ranges from 0.1 seconds to 59 minutes 59 seconds (shown as 5959).

- Step 6: Press:

- the bump button of the memory you want to insert as the first step. Then press the bump button for the memory you want to insert as the next step. Repeat for as many steps as needed, up to 24 for a sequence fader. You can change the memory page as needed as you record the steps.
- the channel range button corresponding to the channel you want to insert into a step. Individual channels can be inserted as sequence steps.
- and hold the bump button of the first memory or channel in a range, then press the bump button for the last memory or channel in a range. Memories or channels will be entered one per step for the number of memories or channels selected. The running order is based on whether the starting memory/channel number is higher or lower than the end memory or channel. Ranges may only be selected on the same page.
- You can use any of the above methods in any combination in any sequence. If you enter more steps than are allowed, a warning message will appear on the LCD window.

- Step 7: When the sequence is complete, press **[REC SEQ]**. The faders remain in whatever mode they were last in.

- Step 8: To take control of the sequence, press **[MEMS]** to enter Memory mode and move the fader up from the bottom of travel to start the sequence.

Record a Magic sequence:

- Step 1: Press **[MEMS]** to enter memory mode. If needed, press and hold the **[MEMS]** button, then press the bump button (1-12) corresponding to the page you want to load.
- Step 2: Press **[REC SEQ]** and then press bump 21-24 (45-48) to select the desired sequence fader.
- Step 3: Bring the fader for the selected sequence to full.
- Step 4: Press **[MAGIC]**.
- Step 5: If needed, press **[MEMS]** or a channel range button to enter the desired fader mode. A Magic sequence can *only* contain all memories or channels, not a combination of both.
- Step 6: Press the bump buttons corresponding to the memories or channels you want to include in the sequence. Press a bump again to remove it from the selection.
- Step 7: Once the desired memories or channels have been selected, press **[MAGIC]** to randomize the steps of the sequence. You can press **[MAGIC]** as many times as needed to achieve the desired look. Each successive press of **[MAGIC]** creates new timings based on the settings shown in the LCD window.
- Step 8: You can alter any of the parameters offered in the LCD window. Press **[✓]** to move from one parameter to the next. The parameters in the LCD are:
- Order 100% means that there is no randomization, constant times are used during playback. 50% means that the times are randomized between half and full scale of the displayed times. 0% means that the times are fully randomized between zero and the displayed fade and rate times.
 - Fade The fade time, adjustable from 0 to 59.9 seconds in 0.1 second increments.
 - Rate The step time, adjustable from 0 to 59.9 seconds in 0.1 second increments.
- Step 9: If you change the included memories or channels, press **[MAGIC]** again to view the changes.
- Step 10: When a suitable sequence is generated, press **[REC SEQ]** to complete recording.



Note: *Sequences recorded with MAGIC are stored and may be edited just as with normal sequences.*

Use **[CLEAR]** to cancel recording:

Press **[CLEAR]** to cancel recording. The console reverts back to whatever fader mode it was in before the **[REC SEQ]** button was pressed.

Use **[UNDO]** to revert to the previously recorded sequence:

If you record a sequence to the incorrect location, press **[UNDO]** immediately. The previous sequence, if any, will be restored.

Copy Memories and Sequences

[COPY] allows memories to be copied from any fader on any page to any other fader on any other page. Sequences can also be copied to and from faders 21-24 (45-48).

Copy a memory or sequence:

- Step 1: Press **[COPY]**. **[COPY]** lights full white and the console enters Memory mode. Bump buttons on faders 1-24 light as follows:
- Unlit Empty memory.
 - Blink full red Occupied memory with content to be copied from.
 - Blink full yellow. Occupied sequence with content to be copied from.
- Step 2: If needed, press and hold the **[MEMS]** button, then press the bump button (1-12) corresponding to the page you want to load.
- Step 3: Press the bump button corresponding to the memory or sequence you want to copy from (the source memory/sequence). The bump buttons will light as follows:
- Off Unavailable to record. This will only appear on memory 01/01 if it has been set to master DMX Input.
 - Blink full red Memory is empty and available.
 - Blink dim red Memory is recorded. Contents will be overwritten.
 - Blink full yellow. Sequence is empty and available.
 - Blink dim yellow Sequence is recorded and will be overwritten.
- Step 4: If needed, press and hold the **[MEMS]** button, then press the bump button (1-12) corresponding to the page you want to load.
- Step 5: Press the bump button corresponding to the memory or sequence you want to copy to (the target memory/sequence). The copy is completed, the **[COPY]** button goes out, and the console is returned to the previous fader mode.

STACK

The Stack is similar to other sequences in that it is a chain of memories and/or channels. Unlike fader sequences, the Stack has 99 steps available for recording; and the Stack is played back using either the crossfaders or **[▶ ..▶]**, as opposed to successively timed steps in sequences. It is possible to play back the stack on the crossfaders and to run fader sequences simultaneously.

The Stack is the preferred method of playing a list of cues, called *Steps*, for your show. By recording memories and or channels in a specific order, you can pre-record all of the necessary steps (or cues) in your show and have them readily available for successive playback. In addition, you can insert new steps or modify existing steps through the Sequences Menu found in the Normal Mode LCD Menu (see [Normal Mode LCD Menu, page 32](#)).

Record memories and/or faders to the Stack:

- Step 1: Press **[STACK]**. The **[STACK]** button lights yellow.
- Step 2: Press **[REC SEQ]**. Faders 21-24 (45-48) light as described on [page 22](#) and the STACK blinks full yellow.
- Step 3: Press **[STACK]** again. The LCD shows that the crossfaders (XF) have been selected as the sequence. No step number is shown as this field only indicates the last step to be recorded (in this case none) and the bumps flash as follows:
- Blink dim red **[MEMS]** is selected and the fader contains no memory.
 - Blink full red **[MEMS]** is selected and the fader contains a recorded memory.
 - Blink green A channel range is selected and the bumps indicate channels available to record.
- Step 4: If necessary, adjust the step's fade time by turning the dial. Time available ranges from 0 (instant) to 59 minutes 59 seconds (shown as 5959).
- Step 5: Press the bump of the memory or channel you wish to record as the first step. The LCD will show a step number (1).
- Step 6: Press the bump of the next memory or channel you wish to record.
- Step 7: Repeat step 6 until you have recorded all necessary steps or you exhaust the available 99 steps.
- Step 8: Press **[REC SEQ]**. Any buttons will stop flashing and the console will re-enter normal mode. The LCD will show the first step of the stack (Stp 1), indicating it is ready for playback.

Crossfader Control of the STACK

You can use the crossfaders to play back the STACK.

- **[▶ ..▶]** Go.
- **[||]** Pause. Press **[||]** to stop a fade midway. Press **[||]** and **[▶ ..▶]** to fade to the previous stack step; press repeatedly to go back multiple steps. After pressing **[||]** you can resume the fade by either pressing **[||]** again, or by moving the crossfaders from bottom to top.

Play back the STACK on the crossfaders:

- Step 1: Press **[STACK]** to enter STACK mode. The crossfaders load STACK step zero (a non-existent, place holder step). The LCD will indicate *the next available step in the stack*.
- Step 2: Fade into step #1:
- Press **[▶ ..▶]** to fade into the next step automatically. The step will fade in according to the time set during programming.
 - Move the crossfaders from the bottom to the top of travel to fade manually.
- Step 3: Fade into the next step:
- Press **[▶ ..▶]** to fade into the next step automatically.
 - Move the faders back to the bottom of their travel to load the next step and then move the faders up to the top of their travel to crossfade into that step.
- Step 4: Repeat step 3 for each subsequent STACK step.

Jump to a step number:

- Step 1: Press and hold **[STACK]**.
- Step 2: Use the dial to select the desired step number in the LCD window.
- Step 3: Release **[STACK]**. The selected step is now pending in the crossfaders.
- Step 4: Press **[▶ ..▶]** to fade into the selected step.

NEXT Mode and the STACK

You can also play back the STACK in NEXT Mode. This allows you to supplement the recorded steps in the STACK with additional channels that you may add, in blind, before playing the step. The added channels will accompany the recorded step and will follow the same fade times set in the STACK.

Play back the STACK in NEXT Mode:

- Step 1: Press a channel range button **[1-24]** or **[25-48]** (or **[1-48]** and **[49-96]**).
- Step 2: Press **[STACK]**. The console enters STACK Mode and shows the next available step (Step 1) in the LCD window.
- Step 3: Press **[NEXT]**. The NEXT button illuminates and the bumps of any channels included in the next step will light.
- Step 4: Set any additional channel levels using faders 1-24 (or 1-48). Use the channel range buttons, **[1-24]** and **[25-48]** (or **[1-48]** and **[49-96]**), to access channels as needed.
- Step 5: Press **[▶ ..▶]** to fade into the next step automatically. The step will fade in according to the time set during programming. Any added levels will fade in with the pre-programmed step.
- Step 6: Repeat steps 4-5, as needed, as you play through the STACK.

Rate

[RATE] allows you to override the recorded timing associated with sequences and stack fades. Generally, **[RATE]** functions by adding a multiplier to whatever timing is recorded (or set, in the case of timed manual playback). The recorded time of a fade or step is considered to be played back at a rate of 100%. Rate settings, ranging from 0% to 1599%, are described with each scenario below, according to the specific action.

Adjust crossfader time in [NEXT] mode (no STACK):

- Step 1: Press **[RATE]** once. The LCD shows the crossfader times.
- Step 2: Turn the dial to alter the displayed times proportionally in a range of 0% (instant) to 1599% (16x slower than the recorded times.).
- Step 3: Press **[RATE]** again. The rate is stored as an override to the displayed times.
- Step 4: Press **[▶ ..▶]** to play the next look using the adjusted times.

Adjust crossfader time with a STACK:

- Step 1: Press **[RATE]** once.
- Step 2: Press **[STACK]**. The LCD shows the STACK step and the recorded fade times.
- Step 3: Turn the dial to alter the displayed times proportionally in a range of 0% (instant) to 1599% (16x slower than the recorded times.). The rate is stored as an override to the recorded timing.
- Step 4: Press **[▶ ..▶]** to play the next look using the adjusted times.

Adjust sequence fade times:

- Step 1: Press **[RATE]** once. The bump buttons beneath faders 21-24 (45-48) blink dimly at their recorded rates.
- Step 2: Press the bump button corresponding to the sequence you want to adjust. The LCD shows the selected sequence fader number, the step number, the recorded times and the step's contents.
- Step 3: Turn the dial to alter the displayed fade times proportionally in a range of 0% (instant) to 1599% (16x slower than the recorded times.) for ALL steps on the selected sequence. The rate is stored as an override to the recorded timing.
- Step 4: While **[RATE]** is on, you can press any of the blinking sequence bump buttons or the **[STACK]** button if a STACK is present and adjust the fade times.
- Step 5: Press **[RATE]** to return to the menu display.

Adjust sequence step times (chase rate):



Note: *The rate adjustment scale for dialing in sequence step times (chase rates) is **opposite** from the previous three sections. The chase rate scale ranges from 0% (stopped) to 1599% (16x faster than the recorded time).*

- Step 1: Press **[MEMS]**. Faders with recorded sequences, 21-24 (45-48), light yellow.
- Step 2: Press **[RATE]**. The bump buttons beneath faders 21-24 (45-48) blink dimly at their recorded rates.
- Step 3: Press the bump button corresponding to the sequence you want to adjust.
- Step 4: Turn the dial to alter the displayed step times proportionally in a range of 0% (stopped) to 1599% (16x faster than the recorded times) for ALL steps on the selected sequence. The rate is stored as an override to the recorded timing.
- Step 5: While **[RATE]** is lit, you can press any of the blinking sequence bump buttons or the **[STACK]** button if a STACK is present and adjust the step times. STACK step times can only be adjusted if the STACK is set to TimeStack mode in the LCD menu. See [Normal Mode LCD Menu, page 32](#).
- Step 6: Release **[RATE]** to return to the menu display.

Use tap tempo to set the chase rate:

- Step 1: Press **[MEMS]**. Faders with recorded sequences, 21-24 (45-48), light yellow.
- Step 2: Press **[RATE]**. The bump buttons beneath faders 21-24 (45-48) blink dimly at their recorded rates.
- Step 3: Press the bump button corresponding to the sequence you want to adjust.
- Step 4: Press and hold **[RATE]**. The bump buttons beneath faders 21-24 (45-48) blink dimly at their recorded rates. The number of the bump you pressed will be displayed in the LCD.
- Step 5: Tap the bump button of the sequence you want to adjust *at the rate you want to apply*. When SmartFade has calculated the beats-per-minute, it will be displayed in the LCD window. The tap rate is stored as an override to the recorded timing for all steps.
- Step 6: The dial controls Smoothness, a proportion of fade time to step time for the selected sequence. Turn the dial while **[RATE]** is pressed to adjust the Smoothness of the sequence. Smoothness cannot adjust fade timing to a setting longer than the step time.
- Step 7: Release **[RATE]** to return to the menu display.



Note: *To remove a rate override, Press **CLEAR** and **RATE** together. This will revert timing to the original programmed value.*

Snapshot

SmartFade provides ten snapshot locations for lighting looks you want to record, but you may not know which memory location you want to use. Ten (10) snapshot locations are available. Each time you record a snapshot, it is stored in the next available snapshot number. If you have ten snapshots recorded and you record an eleventh, the contents of snapshot #1 are overwritten with the new levels. The contents of snapshots can be copied to a memory location using the LCD menu.



Note: *Snapshots cannot be played back. You can view a snapshot using the “View and Copy Snap” menu (see [Normal Mode LCD Menu, page 32](#)).*

Record to a snapshot location:

At any time, press **[SNAPSHOT]**. The button blinks momentarily and the LCD shows a message indicating the snapshot number recorded. The **[SNAPSHOT]** button lights as follows:

- Off No snapshots are recorded.
- On red One or more snapshots have been recorded.

Snapshots are not lost when the console is turned off. When you cycle power on the console and snapshots are recorded, the **[SNAPSHOT]** button will be lit and the first snapshot recorded after the power-up will record to the next higher snapshot number from the last one recorded in the previous session. To copy the contents of previously recorded snapshots, use the LCD menu. See [Normal Mode LCD Menu, page 32](#).



CAUTION: *Pressing **[CLEAR]** and **[SNAPSHOT]** will erase all recorded snapshots.*

CLEAR

[CLEAR] may be used either by pressing the button a certain number of times to perform a certain function, or in combination with another button.

Momentary functions of [CLEAR]

- No Action Press **[CLEAR]** once or with more than 1.5 seconds between presses.
- Channel Levels Press **[CLEAR] [CLEAR]**.
- Memory Levels Press **[CLEAR] [CLEAR] [CLEAR]**.
- All Levels/All Sources Press **[CLEAR] [CLEAR] [CLEAR] [CLEAR]**. This produces a blackout (IND 1 and IND 2 are unaffected).

Held functions of [CLEAR]

- **[CLEAR] [MEMS]** Clears all levels from memories on the current page.
- **[CLEAR] [1-24]** or **[1-48]**. . . Clears all levels from faders 1-24 (1-48)
- **[CLEAR] [25-48]** or **[49-96]**. Clears all levels from faders 25-48 (49-96)
- **[CLEAR] [RATE]**. Sets Rate and Fade back to 100% (no overrides).
- **[CLEAR] [▶ ..▶]** Go to STACK step zero.
- **[CLEAR] [BUMP 1-24 (48)]** Clears the level of the selected fader.
- **[CLEAR] [SNAPSHOT]**. . . . Deletes all recorded snapshots and resets the counter to 1.
- **[CLEAR] [▶ ..▶]** In STACK mode, resets to top of STACK (Step 0).

UNDO

[UNDO] undoes the last record action that saved to the show file. **[UNDO]** affects the following functions:

- REC MEM **[UNDO]** replaces the recording with the previous memory content.
- EDIT MEM. **[UNDO]** replaces all modified channels with previous memory content.
- REC SEQ. **[UNDO]** replaces the entire sequence with the previous sequence content.
- COPY. **[UNDO]** replaces the memory or sequence just copied with the previous content.
- PATCH. **[UNDO]** replaces the patch with the previous values.

PREVIEW

Preview places a graphic representation of the levels in recorded memories and sequences in the LCD window. While preview is on, you can still use faders and the crossfader controls to play back memories, sequences and the STACK. Bump buttons are used to select what's being previewed.

Preview contents of recorded memories and sequences:

Step 1: Press **[PREVIEW]**. All bumps blink full red (memories) or yellow (sequences).

Step 2: Press the bump button corresponding to the memory or sequence you want to preview. The LCD will display the contents of the selected memory or sequence as follows:

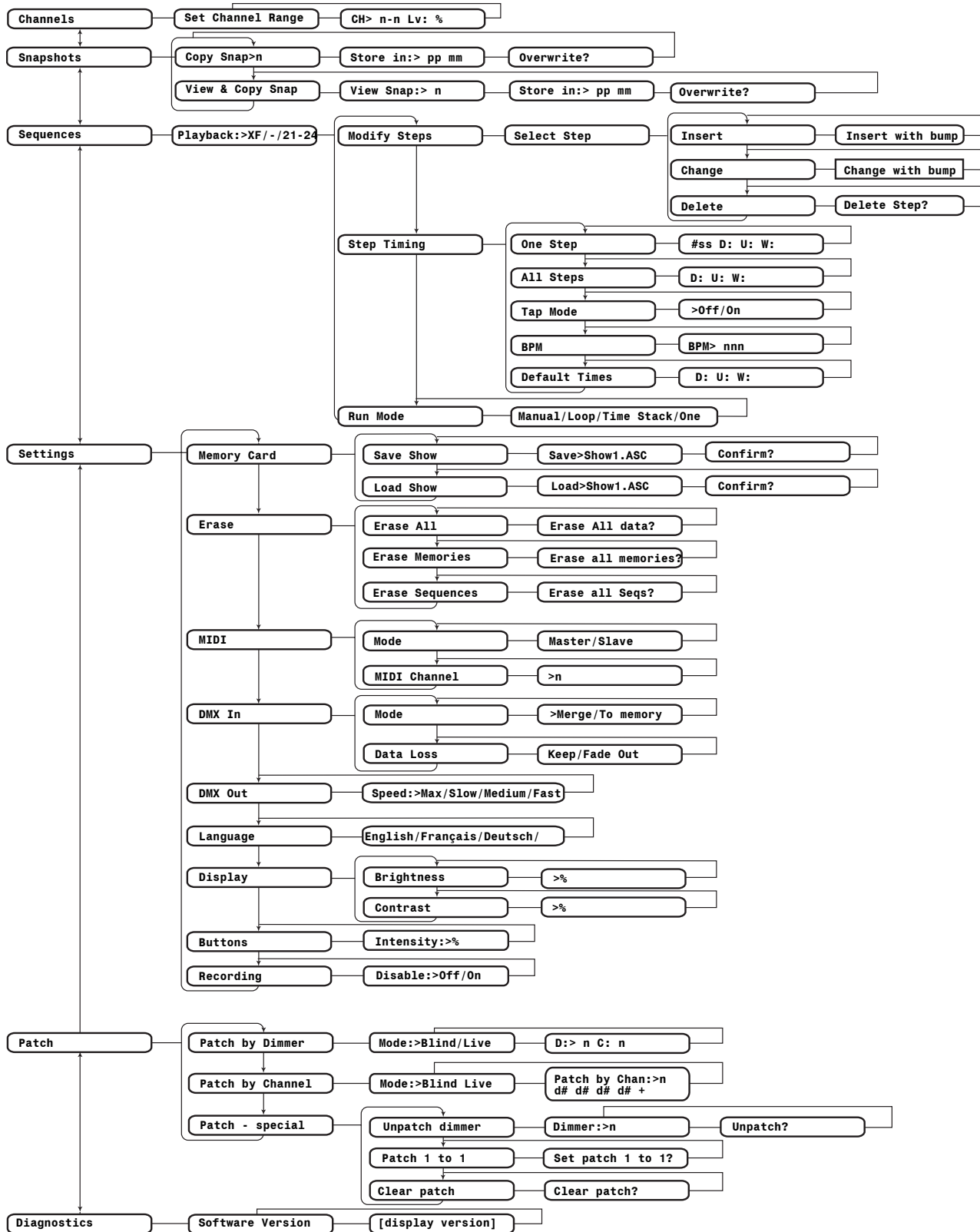
- If preview is entered from either of the channel ranges, then the displayed channels will also be from that channel range.
- If preview is entered from memory mode, the first channel range, 1-24, will be displayed.
- If channels above those displayed have levels, a "+" is indicated in the LCD.
- Press **[PREVIEW]** to return to normal operation. Exiting preview always returns you to the page and mode in use before **[PREVIEW]** was pressed.

Normal Mode LCD Menu

The LCD menu provides quick access to configuration settings.

- Press **[✓]** to enter the menu, to move to subsequent levels in the menu, and to accept setting changes.
- Use the dial to scroll through menu items.
- Press **[<]** to return to previous menu levels, or to exit a display that cycles through settings when **[✓]** is pressed.
- Press **[<<]** to cancel out of the menu.
- Menu structure is shown on the next page...

Normal Menu



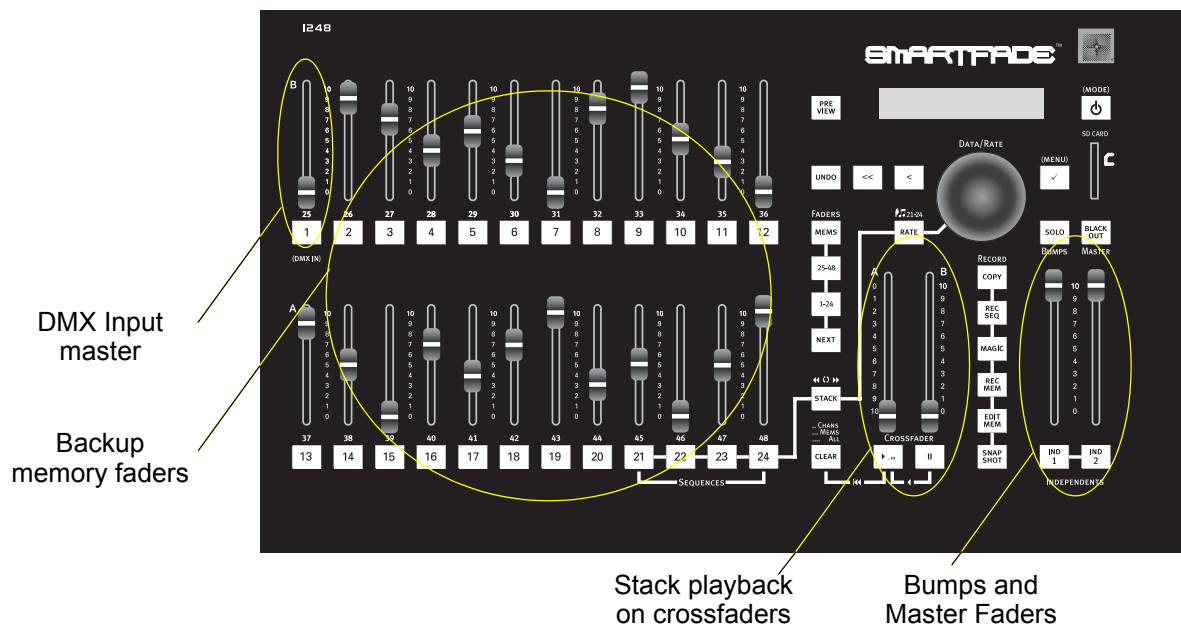
DMX Backup Mode

DMX Backup mode provides 24 (48) memories of 512 channels each. Fader #1 masters the DMX input. There are no channel faders, only memory faders. There is only one page of memories available. Memories are recorded by capturing the entire DMX universe being received by the console. The console may be configured to pile-on with DMX input, or to automatically take control if the DMX input fails.

A basic cue stack is provided. It contains 24 (48) steps and cannot be edited. The stack may be played back on the crossfaders, and fade timing may be adjusted using the **[RATE]** button and the dial.



Note: *In backup mode, there can be no console output until you connect DMX input from another DMX output device.*



Record a Memory

Record a memory:

- Step 1: Press **[REC MEM]**. The **[REC MEM]** button blinks full red. Bump buttons beneath the faders light as follows:
- Blink full red Empty memory.
 - Blink dim red Occupied memory. If you record to this location, the old levels will be overwritten.
- Step 2: Press a bump button. The memory is recorded and the **[REC MEM]** button goes out.



Note: *Fader #1 masters DMX input. The memory recorded to fader #1 can only be played back using the Stack.*

Use **[CLEAR]** to cancel recording:

Press **[CLEAR]** to cancel recording.

Use **[UNDO]** to revert to the previously recorded memory:

If you record a memory to the incorrect location, press **[UNDO]** immediately. The previous levels will be restored.

Clear Memories

Clear may be used to clear output generated by individual memories or in all memories at once.

Clear levels generated by individual memories:

Press and hold **[CLEAR]**, then press the bump button corresponding to the memory you want to clear.

Clear levels generated by all memories:

Press **[CLEAR]** three times in rapid succession (in less than 1.5 seconds), or press and hold **[CLEAR]** and press **[MEMS]**. Either method will clear levels generated by all memories.

STACK

The STACK provided in DMX Backup mode consists of memories 1-24 (48) linked in order. This STACK cannot be edited. STACK step #1 is the memory recorded to fader #1.

You may set the STACK to run automatically if DMX input is lost. See [DMX Backup Mode LCD Menu, page 38](#).

Crossfader Controls

- [▶ ..▶] Go.
- [||] Pause. Press [||] to stop a fade midway. Press [||] and [▶ ..▶] to fade to the previous stack step; press repeatedly to go back multiple steps.

Play back the STACK:

Step 1: Press **[STACK]**. The [STACK] button lights bright yellow when the STACK is active.

Step 2: Fade into step #2:

- Press [▶ ..▶] to fade into the next step automatically. If the crossfaders are not at the bottom or top of their travel, the automatic fade will continue until the level of the faders is reached. At that point, you can take over completion of the fade manually.
- Move the crossfaders from the bottom to the top of travel to fade manually.

Step 3: Fade into the next step:

- Press [▶ ..▶] to fade into the next step automatically.
- Move the faders back to the bottom of their travel to load the next step and then move the faders up to the top of their travel to crossfade into that step.

Step 4: Repeat step 3 for each subsequent STACK step.

Jump to a step number:

Step 1: Press and hold **[STACK]**.

Step 2: Use the dial to select the desired step number in the LCD window.

Step 3: Release **[STACK]**. The selected step is now pending in the crossfaders.

Step 4: Press [▶ ..▶] to fade into the selected step.

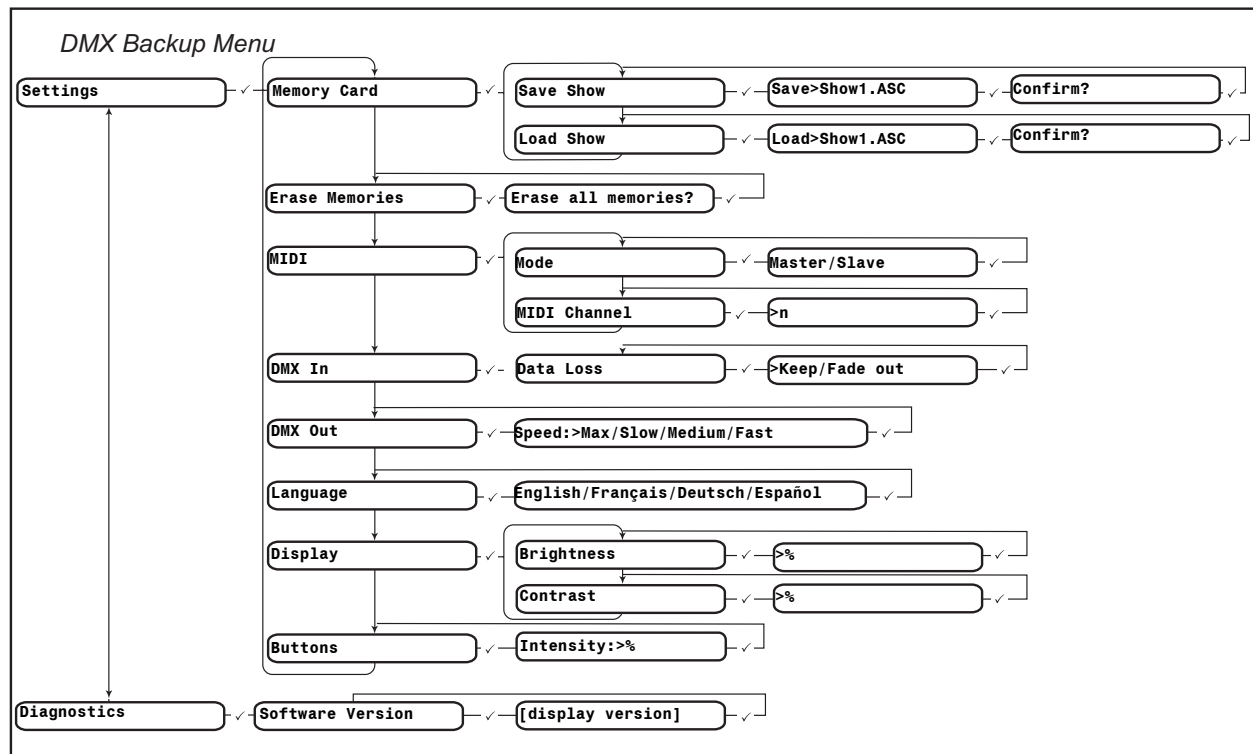
DMX Backup Mode LCD Menu

The LCD menu provides quick access to configuration settings.

- Press [✓] to enter the menu, to move to subsequent levels in the menu, and to accept setting changes.
- Use the dial to scroll through menu items.
- Press [<] to return to previous menu levels.
- Press [<<] to cancel out of the menu.



Note: MIDI is not currently supported in SmartFade v1.1.2 or earlier versions.



Appendix A

Software Update

This appendix contains the instructions for updating the software in your SmartFade console. SmartFade software can be updated using either an SD card or a USB connection to a PC.

Software can be downloaded from the ETC Web site: www.etcconnect.com



CAUTION: *Show memory is erased when software is updated. Make sure to back up any show data you want to keep to the SD card before proceeding with a software upgrade.*

Prepare the Console

Perform SmartFade self-tests and prepare to update software:

- Step 1: With console power off, press and hold [✓] and power up the console.
 - Step 2: Press [✓] to step through each self-test.
 - Step 3: When the “Upgrade Firmware” menu is displayed, select “Yes” with the dial and press [✓]. The LCD will display a message asking for the USB connection to be made or the SD card to be inserted.
-



Note: *If you have accidentally initiated the software update, you can exit without making any changes by unplugging the console.*

Update the Software

USB Update

Update software using the USB connection:

- Step 1: Obtain the file SMRTFADE.SRC and the USB Download application from the download section of the ETC Web site: www.etcconnect.com
-

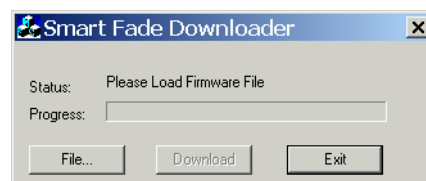


Note: *Downloads to the SmartFade can only be performed on a PC running the Windows operating system (Windows 98, Windows 2000, Windows XP).*

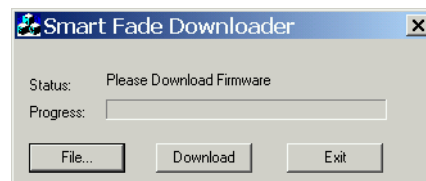
- Step 2: Connect a USB cable between the SmartFade and the PC. The USB cable must have Type A and Type B connectors.
- Step 3: Prepare the console for software update using the procedure described above. See [Prepare the Console, page 39](#).



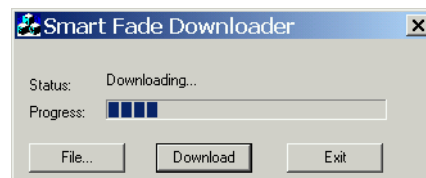
Step 4: Start the USB Download application you downloaded from the ETC Web site. The application should display “Please Load Firmware File” in the status line.



Step 5: Click the File button and select the SMRTFADE.SRC file. The application should display “Please Download Firmware” in the status line.



Step 6: Click the Download button. The application should display “Downloading...” in the status line and the progress bar should begin to move. When the download is complete, the console will boot into the new updated software.



SD Card Update

Pre-formatted SD cards that are not formatted as FAT16 may not function properly in SmartFade. Smartfade does not support “FAT12” or “FAT32” file system formats. Ensure that the SD card is correctly formatted to FAT16 before loading software to it.



CAUTION: *Formatting your SD Card will erase any information stored on the card. Be sure to remove any important files from the card before formatting.*

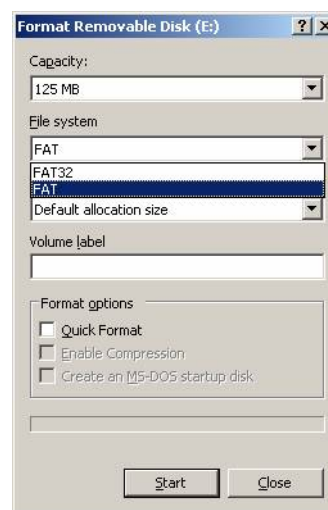
Format SD Card

Step 1: Insert the SD card into its reading device. Make sure the device is connected to your Windows PC.

Step 2: Right-click on the SD card icon and select **Format**. This will open the formatting window.

Step 3: In the **File System** field, select **FAT**. This will establish the card’s file system as FAT16.

Step 4: Click **Start** and then complete the formatting process.



Update software using the SD card:

Step 1: Obtain the file SMRTFADE.SRC from the download section of the ETC Web site: www.etcconnect.com

Step 2: Copy the SMRTFADE.SRC file to the root directory of the SD card. DO NOT RENAME THE FILE!

Step 3: Prepare the console for software update using the procedure described above. See [Prepare the Console, page 39](#).

Step 4: Insert the SD card into the console. The update will start automatically and the console will boot into the new updated software after the process is complete.

Index

Numerics

1-24	14
1-48	14
25-48	14
49-96	14

B

black out	11, 18
button brightness	11, 32, 38

C

channel range buttons	14
CLEAR	19, 24, 31, 36
contact ETC technical services	3
COPY	25
copy SNAPSHOT	32
crossfader controls	26, 37

D

display brightness	11, 32, 38
DMX backup mode	35
clear memories	36
record memories	36
DMX in	11, 32, 38
DMX output speed	32, 38
DMX, definition of	8

E

EDIT MEM	20
editing sequences	32
erase	32, 38
ETC locations	3

I

IND 1 and IND 2	10, 17
-----------------	--------

J

jump to a STACK step	37
jump to STACK step	27

L

language setting	11, 32, 38
LCD contrast	11, 32, 38
LCD menu	11, 32, 38
load backup	38
load patch	32
load show	32

M

MAGIC	18, 19, 20, 22, 24
master fader	11, 18
memories	18
COPY	25
deletion of	21
editing	20
MAGIC	19, 20
page	19
playback	21
recording	19, 36
MEMS	15, 18, 19

N

NEXT	16
playback of STACK	27
normal mode	
bump buttons	15
editing memories	20
faders	14
jump to STACK step	27
memories	18
page	19
playback the STACK	27
random sequences	24
recording memories	19
recording sequences	22

O

operating modes menu	5
----------------------	---

P

patch	11, 32
load from disk	32
patch, definition of	14

playback the STACK	
DMX Backup Mode	37
Power	4
power-up	4
PREVIEW	32

R

RATE	28
REC MEM	19
REC SEQ	22

S

save backup	38
save show	32
sequences	22
COPY	25
editing	32
MAGIC	22, 24
recording	22
run mode	32
set channel range	32
Shutdown	4
shutdown	4
single scene operation	16
SNAPSHOT	30
copy	32
snapshot	
recording to	30
software	
updating	39
SD Card	40
USB	39
software update	39
software version	11, 32, 38
solo	9, 15
STACK	27
definition of	25
DMX backup mode	37
jump to step	27, 37
playback	
DMX Backup Mode	37
playback in NEXT	27
Recording to	26

T

technical services	3
two scene operation	7

bump buttons	9
channel faders	8
patch	11
timed fades	10

U

UNDO	19, 24, 31, 36
update the software	39

W

web site	3
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